

**AMENDMENTS TO THE CLAIMS**

**This listing of claims will replace all prior versions and listings of claims in the application:**

**LISTING OF CLAIMS:**

1. (currently amended): A computer-implemented method for adding user-provided content to a content object stored as a plurality of content entities in a data repository, comprising the steps of:  
  
having a user defining the content object by a list of content entity identifiers;  
  
receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and  
  
adding the identifier of the user-provided content to the list of content entity identifiers,  
whereby the user-provided content is added to the content object,  
  
wherein the user-provided content is content supplied or created by the user.
2. (previously presented): The computer-implemented method of claim 1, further comprising the step of receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and inserting the identifier into the list at that location.
3. (previously presented): The computer-implemented method of claim 2, further comprising the steps of providing a user interface communicating with the data repository, and providing mechanisms for receiving the user-provided content and specification of a desired location through the user interface.

4. (currently amended): A computer-implemented method for adding user-provided content to a hierarchically structured content object stored as a plurality of content entities in a data repository, comprising the steps of:

having a user defining the content object by a hierarchical outline of containers and content entity identifiers;

receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

adding the identifier of the user-provided content to the hierarchical outline of containers and content entity identifiers~~outline~~, thereby adding the user-provided content to the content object,

wherein the user-provided content is content supplied or created by the user.

5. (previously presented): The computer-implemented method of claim 4, further comprising the step of receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and inserting the identifier into the outline at that location.

6. (previously presented): The computer-implemented method of claim 4, wherein the user-provided content comprises a content entity.

7. (previously presented): The computer-implemented method of claim 4, wherein the user-provided content comprises a container.

8. (previously presented): The computer-implemented method of claim 5, further comprising the steps of providing a user interface communicating with the data repository, and providing mechanisms for receiving the user-provided content and specification of a desired location through the user interface.

9. (currently amended): A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for adding user-provided content to a content object stored as a plurality of content entities in a data repository, comprising the steps of:

having a user defining the object by a list of content entity identifiers;

receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

adding the identifier to the list of content entity identifiers, whereby the user-provided content is added to the content object,

wherein the user-provided content is content supplied or created by the user.

10. (previously presented): The method of claim 9, further comprising the step of receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and inserting the identifier into the list at that location.

11. (original): The method of claim 10, further comprising the steps of providing a user interface communicating with the data repository, and providing mechanisms for receiving the user-provided content and specification of a desired location through the user interface.

12. (currently amended): A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for adding user-provided content to a hierarchically structured content object stored as a plurality of content entities in a data repository, comprising the steps of:

having a user defining the content object by a hierarchical outline of containers and content entity identifiers;

receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

adding the identifier to the hierarchical outline of containers and content entity identifiersoutline, thereby adding the user-provided content to the content object,

wherein the user-provided content is content supplied or created by the user.

13. (previously presented): The method of claim 12, further comprising the step of receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and inserting the identifier into the outline at that location.

14. (original): The method of claim 12, wherein the user-provided content comprises a content entity.

15. (original): The method of claim 12, wherein the user-provided content comprises a container.

16. (original): The method of claim 13, further comprising the steps of providing a user interface communicating with the data repository, and providing mechanisms for receiving the user-provided content and specification of a desired location through the user interface.

17. (currently amended): A system for adding user-provided content to a content object stored as a plurality of content entities in a data repository, comprising:

means for defining the object by a list of content entity identifiers;

means for receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

means for adding the identifier to the list of content entity identifiers, whereby the user-provided content is added to the content object,

wherein the user-provided content is content supplied or created by the means for defining the object.

18. (previously presented): The system of claim 17, further comprising means for receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and means for inserting the identifier into the list at that location.

19. (original): The system of claim 18, further comprising a user interface communicating with the data repository, and a mechanism for receiving the user-provided content and specification of a desired location through the user interface.

20. (currently amended): A system for adding user-provided content to a hierarchically structured content object stored as a plurality of content entities in a data repository, comprising the steps of:

means for defining the content object by a hierarchical outline of containers and content entity identifiers;

means for receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

means for adding the identifier to the hierarchical outline of containers and content entity identifiers~~outline~~, thereby adding the user-provided content to the content object,

wherein the user-provided content is content supplied or created by the means for defining the content object.

21. (previously presented): The system of claim 20, further comprising means for receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and means for inserting the identifier into the outline at that location.

22. (original): The system of claim 20, wherein the user-provided content comprises a content entity.

23. (original): The system of claim 20, wherein the user-provided content comprises a container.

24. (original): The system of claim 21, further comprising a user interface communicating with the data repository, and a mechanisms for receiving the user-provided content and specification of a desired location through the user interface.

25. (previously presented): The computer-implemented method of claim 1, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.

26. (previously presented): The computer-implemented method of claim 4, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.

27. (previously presented): The program storage device of claim 9, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.

28. (previously presented): The program storage device of claim 12, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.

29. (previously presented): The system of claim 17, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.

30. (previously presented): The system of claim 20, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.

31. (currently amended): A computer-implemented method for adding user-provided content to a custom content object stored as a plurality of content entities in a digital library having a library server, and one or more object servers, the method comprising the steps of:

defining the custom content object by a list of content entity identifiers;

receiving user-provided content, assigning it an identifier, and storing it with its identifier in the one or more object servers; and

adding the identifier of the user-provided content to the list, whereby the user-provided content is added to the custom content object;

storing said custom content object in said one or more object servers; and

~~storing attribute information concerning the custom content object in said one or more object servers; and~~

storing information specifying the custom content object and ~~the attribute information concerning the custom content object~~ in the library server.

32. (new): The computer-implemented method of claim 1, further comprising:

a plurality of object servers, wherein components of the custom content object are stored in more than one of the plurality of object servers.